

Application No. : 09/901,240
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Claim Listing and Status:

1. (Previously amended) A method of playing a game, the method comprising the steps of:
generating, in direct response to an action of a player playing a game, a first area
overlapping only a portion of a resource area, the overlapping portion defining a resource
collection area; and
enabling an acquisition of resources from the resource collection area.
2. (Previously amended) The method of claim 1, wherein the first area is a volume.
3. (Allowed if written independent form) The method of claim 1, further comprising the
step of generating a second area overlapping at least a portion of the resource collection area.
4. (Allowed if written independent form) The method of claim 1, further comprising the
step of generating a second area overlapping at least a portion of the resource collection area; and
wherein the first area and the second area differ with respect to a degree of influence over the
resources that are available from the overlapping portion of the resource collection area.
5. (Previously amended) The method of claim 1, wherein the resources that are available is
further responsive to a means for the acquisition of resources.
6. (Previously amended) The method of claim 1, wherein the resources that are available is
further responsive to a distance to a means for the acquisition of resources.
7. (Previously amended) The method of claim 1, wherein the resources that are available is
further responsive to a distance to, and a magnitude of, a means for the acquisition of resources.
8. (Allowed if written independent form) The method of claim 1, further comprising the
step of generating a second area overlapping at least a portion of the resource collection area; the
overlapping portion having an effect on a rate at which resources are acquired from the
overlapping portion of the resource collection area.

9. (Allowed if written independent form) The method of claim 1, further comprising the step of generating a second area overlapping at least a portion of the resource collection area and having an effect on a total quantity of resources that acquired from the overlapping portion of the resource collection area.

10. (Previously amended) The method of claim 1, wherein the first area covers at least a portion of one of a plurality of resource areas having different densities of resources.

11. (Previously amended) The method of claim 1, wherein the first area covers at least a portion of one of a plurality of resource areas having qualitatively different resources.

12. (Allowed) A method of playing a game, the method comprising the steps of:
generating, in direct response to an action of a player playing a game, a first area comprising resources that are available;

generating a second area overlapping at least a first portion of the first area;
impacting an acquisition of resources from the first portion of the first area being overlapped by the second area; and

enabling an acquisition of resources from a second portion of the first area not being overlapped by the second area.

13. (Allowed) The method of claim 12, wherein the impacting of an acquisition of resources reduces a rate that resources are acquired from the first portion of the first area being overlapped by the second area.

14. (Allowed) The method of claim 12, wherein the impacting of an acquisition of resources prevents the acquisition of resources from the first portion of the first area being overlapped by the second area.

15. (Allowed) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a means utilized to generate the first area to a means

utilized to generate the second area.

16. (Allowed) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area.

17. (Allowed) A method of playing a game, the method comprising the steps of:
generating, in direct response to an action of a player playing of a game, a first area overlapping at least a portion of one of a plurality of resource areas, the overlapping portion defining a resource collection area;
generating a second area overlapping at least a first portion of the resource collection area;
impacting an acquisition of resources from the first portion of the resource collection area being overlapped by the second area; and
enabling an acquisition of resources from a second portion of the resource collection area not being overlapped by the second area.

18. (Allowed) The method of claim 17, wherein the impacting of an acquisition of resources reduces a rate that resources are acquired from the portion of the resource collection area being overlapped by the second area.

19. (Allowed) The method of claim 17, wherein the impacting of an acquisition of resources prevents the acquisition of resources from the first portion of the resource collection area being overlapped by the second area.

20. (Allowed) The method of claim 17, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability to acquire resources from the first area to a capability to acquire resources from the second area. –